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NINTENDO DS™



NTR-BKOE-USA

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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Nintendo

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MENU NAVIGATION

To get straight into gameplay, please use the following options:

1. Choose **New Profile**.
2. Select **Play**.
3. Choose one of four Tribes of Perim as your army.
4. Select one of the unlocked locations to play.

CONTROLS

EXPLORE MODE CONTROLS	ACTION
Tap a character's portrait	Select a Character
Touch and keep in contact with the character portrait.	Add character to the group
Touch and drag the stylus over multiple portraits.	Selects a Group of Characters
Slide the stylus in the direction you want characters to move.	Walk/Run
Tap or slide the stylus through an object	Interact
Tap once to connect, then tap arrow to move block in a direction.	Move Pushblock
Press START	Pause

BATTLE MODE CONTROLS	ACTION
<p>Choose to cast Mugic: Tap the Mugic icon.</p> <p>Choose your Caster: Tap the arrow to review your available casters. Tap the check icon to select that caster.</p> <p>Choose your Mugic: Tap the arrows to review Mugic available. Tap the check icon to choose that Mugic.</p> <p>Choose your Target: Tap the arrows to review targets. Tap the check icon to select a target and cast the Mugic.</p>	Cast Mugic
Tap the colored symbols in the correct order before time runs out.	Mugic Bonus Event
<p>Choose your Creature: Tap the arrows to review your available Creatures. Tap the check icon to select that creature.</p> <p>Choose your Target: Tap the arrows to review your eligible targets. Tap the check icon to select a target.</p> <p>Choose your Attack: Tap the arrows to review your available Attacks. Tap the check icon to attack.</p>	Attack Opponent
Touch and swipe the stylus through the slash marks before they disappear.	Battle Bonus
Tap the shield symbols before they vanish.	Defense Bonus Event

PLAYING THE GAME

EXPLORING PERIM

Teamwork

Play as Tom, Peyton, Kaz, and Sarah, a group of four friends that must rely upon each other's unique skills to solve puzzles and safely explore Perim together. Each of the four friends is equipped with Battlegear that grants them special abilities.

Tom	Possesses super strength enabling him to move heavy obstacles.
Kaz	Can pass through fire; emit fireballs from his hands to ignite gas clouds and light torches.
Sarah	Able to walk on water and through other treacherous liquids.
Peyton	Immune to toxic gas clouds and can handle toxic gas balloons unharmed.

Collectibles

There are many rewards scattered throughout the different Perim locations, like Mugic, Attacks, Battlegear, and Creatures you will need if you want your army to stand a chance in battle. Some of them will be in plain sight, some will be the spoils of winning battles, while others may take a bit more searching and puzzle solving to acquire.

ARMY SETUP

Here you can review and arrange your Creatures on the Battleboard. Equip them with collected Battlegear and Mugic to prepare them before a battle begins. At the start of the game you will only have access to one slot however; more slots will open to accommodate larger battles as you progress. Your Creatures can be arranged on two rows on the Battleboard. The front row Creatures can perform the full spectrum

of actions at their disposal, while those on the back row cannot perform Attacks. The back row Creatures can still use Mugic and are also protected from the attacks of the opponents.

FIGHTING BATTLES

During battles the opposing armies take turns attacking until all the Creatures of one of the armies are eliminated.

- **Attack:** The total damage dealt by the attack will depend on many factors, including the element attributes of the targeted creature, so make sure you're choosing the right Attack against your opponent. Attacks will inflict greater damage if the player chooses to successfully perform the Battle Bonus.
- **Mugic:** Mugic are powerful spells that require Mugic counters to cast. Each Mugic can only be cast once per battle. It is important to read about the Mugic abilities as some have healing power while others are meant to cause damage to enemies. Unlike Attacks, with Mugic a player can target any creature on the Battleboard. Mugic strength can be enhanced if the player chooses to successfully perform the Mugic Bonus.
- **Defense:** During an opponents turn to attack your creature you have the ability to block the attack. Tap the stylus on the shield icons before they disappear to achieve a Defense Bonus. The number of shields you tap determines the strength of your Defense Bonus.

There are a couple of things to examine about your creature and the opponent before attacking. All the important information about your creature or the selected target is displayed on the top screen.

- **Energy:** This is the "life" of the creature. Creatures with higher Energy will take longer to defeat. Creatures with low Energy can be healed with Mugic. When this number reaches zero, the creature is eliminated from battle.

- **Scrolling Banner:** Provides a strategic clue describing a strength or weaknesses of your opponent.
- **Disciplines:** These are Courage, Power, Wisdom and Speed. While their names are pretty self-explained, their complex interactions with the other properties of the creature and the way they affect that Creature's performance in battle takes practice to fully understand and master.
- **Attacks:** These are your Creature's means of dealing damage to opponents. The damage dealt by an Attack can be greatly influenced by the stats of that Creature and of the target Creature's stats.
- **Mugic counters:** This is the sum of Mugic counters your Creatures have contributed to your army. In order to be able to cast Mugic, you will need the number of Mugic counters required by that Mugic.

CHAOTIC ALMANAC

The Chaotic Almanac is a great resource to learn more about your Chaotic game. Check the Chaotic Almanac to review all the collectibles you've gathered in the game. Inside the almanac you can read to learn about each Creature, Attack, Battlegear, and Mugic you've collected as well as review each portion of the story you've unlocked.

MULTIPLAYER

Two nearby players who each own this game can compete against each other in battle. Host a battle by selecting Create Battle. The host chooses a Perim location and the number of Creatures per army. The opponent can see and select the host's game listed on the games list on their own Nintendo DS system. Upon selection, both players are transferred to the Army Edit screen where they select and confirm the Creatures, Battlegear, Attacks and Mugic for their armies. A countdown timer appears before the battle begins.

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